

Necromancers

A Basic Fantasy RPG Supplement

Release 3

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides information for playing Necromancers, a form of “specialist” Magic-User, under the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

NEW CHARACTER CLASS

Necromancer

Level	Points	Hit Dice	Spells							
			0*	1	2	3	4	5	6	7*
1	0	1d4	1	1	-	-	-	-	-	-
2	2,500	2d4	2	2	-	-	-	-	-	-
3	5,000	3d4	3	2	1	-	-	-	-	-
4	10,000	4d4	4	2	2	-	-	-	-	-
5	20,000	5d4	5	2	2	1	-	-	-	-
6	40,000	6d4	6	3	2	2	-	-	-	-
7	80,000	7d4	7	3	2	2	1	-	-	-
8	150,000	8d4	8	3	3	2	2	-	-	-
9	300,000	9d4	9	3	3	2	2	1	-	-
10	450,000	9d4+1	10	4	3	3	2	2	-	-
11	600,000	9d4+2	11	4	4	3	2	2	1	-
12	750,000	9d4+3	12	4	4	3	3	2	2	-
13	900,000	9d4+4	13	4	4	4	3	2	2	1
14	1,050,000	9d4+5	14	4	4	4	3	3	2	1
15	1,200,000	9d4+6	15	5	4	4	3	3	2	1
16	1,350,000	9d4+7	16	5	5	4	3	3	2	2
17	1,500,000	9d4+8	17	5	5	4	4	3	3	2
18	1,650,000	9d4+9	18	6	5	4	4	3	3	2
19	1,800,000	9d4+10	19	6	5	5	4	3	3	2
20	1,950,000	9d4+11	20	6	5	5	4	4	3	3

Necromancers are Magic-Users who practice necromancy, seeking expertise of the darker side of the arcane. Necromancers are rare due to the unsavory nature of their profession, often living in proximity to graveyards, burial mounds, and other places associated with the dead. They are sometimes known by other terms such as Bokor, Witch-Doctors, or even Death Master. Regardless of what they are called or the culture they come from, they share certain traits.

Necromancers are poor fighters, with fighting ability equivalent to normal Magic-Users. Likewise they are no more hardy than standard Magic-Users (d4 hit die). They

may not wear any armor of any sort or use shields, but unlike other Magic-Users, they have expanded weapon choices. In addition to the dagger and walking staff, Necromancers can use sickles, scythes, spades, and scimitars (see new weapons), and they can likewise use magical weapons of those types. Otherwise, Necromancers can generally be treated as equivalent to Magic-Users for any situation not covered here.

The Prime Requisite for Necromancers is Intelligence. In addition to requiring an Intelligence score of 15 or higher, a Necromancer also must have both Wisdom and Constitution scores of 13 in order to qualify for the rigors of the class. Although not a requirement, most Necromancers do not score high in looks or Charisma. The class generally attracts those who are persecuted or otherwise disenfranchised with normal society.

Necromancers produce magic much like other types of Magic-Users, but have different spell choices. They can learn spells from each other so long as the spells are available to both classes. Like other Magic-Users, a first level Necromancer begins play knowing read magic and one other spell of first level, recorded within a spellbook. The GM may roll for the spell, assign it as he or she sees fit, or allow the player to choose it, at his or her option. See the Necromancer Spells section for more details.



NEW EQUIPMENT

New Weapons	Cost	Size	Wt.	Dmg.
Sickle	2 gp	S	2	1d6
Spade	1 gp	M	2	1d4
Scimitar (longsword)	10 gp	M	4	1d8
Scythe (2 handed weapon)	7 gp	L	10	1d8

SPELLS

Below are listed spells available to the Necromancer subclass described above. Even though they may not be used by a particular Game Master, Optional Zero Level Spells (cantrips) and Seventh Level Spells are included for completeness. Necromancers are equivalent to normal Magic-Users in either case. See the appropriate supplement or content within the The Olde Dungeoneer's Almanack when necessary.

Necromancer Spells

Legend for spell list below:

* – reversible spell

– modified for Necromancers

(n) – Necromancer spell

(s) – Dungeoneer's Almanack or Spell Supplement

Cantrips: One zero level spell, called a cantrip, can be cast per level of the caster plus his or her Intelligence bonus. Therefore, a fifth level Necromancer with an Intelligence score of 17 (+2 bonus) may cast up to 7 cantrips per day. *Cantrips are an optional rule, and thus may be omitted by the GM.*

Zero Level Necromancer Spells (Cantrips)

1	Animate Tool
2	Bolster* (n)
3	Clean
4	Embalm (n)
5	Flare
6	Flavor*
7	Inscribe
8	Irritate
9	Knot*
10	Mage Hand
11	Negate Stench* (n)
12	Open/Close
13	Summon Vermin*
14	Transfigure

First Level Necromancer Spells

1	Call Poltergeist (n)
2	Chill (s)
3	Corpse Servant (n)
4	Decay Flesh* (n)
5	Detect Magic
6	Light*
7	Locate Corpse (n)
8	Protection from Undead* (n)
9	Read Languages
10	Remove Fear*
11	Stench (n)
12	Ventriloquism
13	Stoneskin (s)

Second Level Necromancer Spells

1	Continual Light*
2	Detect Invisibility
3	Fireskull Familiar (n)
4	Ghoulish Hands (n)
5	Invisibility
6	Knock
7	Locate Object
8	Maggot Spray (n)
9	Minor Warding (s)
10	Wizard Lock

Third Level Necromancer Spells

1	Darkvision
2	Dispel Magic
3	Drainblade (s)
4	Fossilize (n)
5	Protection from Undead, 10' Radius* (n)
6	Speak with Dead
7	Spirit Wrack (n)
8	Summon Spirit (n)

Fourth Level Necromancer Spells

1	Animate Dead#
2	Corpse Feast (n)
3	Dimension Door
4	Grave Sanctuary (n)
5	Remove Curse*
6	Rot Flesh (n)
7	Wall of Bones (n)
8	Wizard Eye

Fifth Level Necromancer Spells

1	Cloudkill
2	Magic Jar
3	Mummify (n)
4	Passwall
5	Wall of Stone
6	Word of Recall#

Sixth Level Necromancer Spells

1	Anti-Magic Shell
2	Death Spell
3	Disintegrate
4	Projected Image
5	Undeath (n)
6	Wall of Iron

Seventh Level Necromancer Spells

1	Call Horseman (n)
2	Invisibility, Mass (s)
3	Longevity (s)
4	Phase Door (s)
5	Power Word, Stun (s)
6	Wychlamp Aura (s)

DESCRIPTION OF NEW SPELLS

Animate Dead Range: touch
Necromancer 4 Duration: special

Virtually identical to the Cleric or standard Magic-User version, this spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster's spoken commands. They remain animated until they are destroyed. The Necromancer may animate a number of hit dice of undead equal to three times his or her caster level, and no more (other casters can only animate twice their level in hit dice). Animated skeletons have hit dice equal to the number the creature had in life; for skeletons of humans or demi-humans, this means one hit die, regardless of the character level of the deceased. Zombies have one more hit die than the creature had in life. An animated skeleton can be created only from a mostly intact skeleton; a zombie can be created only from a mostly intact corpse. The caster must touch the remains to be animated. Normally, no character may normally control more hit dice of undead than 4 times his or her level, regardless of how many times this spell is cast, but for the Necromancer the limit is 6 times his or her level.

Bolster

Necromancer 0 Range: 20'
Duration: special

Undead within 20 feet of caster are harder to turn or command, being one point harder to affect (on Turning Table). The effect lasts one hour or until a Turning/Command attempt is made. Reversed, the cantrip makes undead one point easier for the same period.

Call Horseman

Necromancer 7 Range: 20'
Duration: special

This spell calls forth a Headless Horseman which is subsequently given a task to accomplish such as the slaying of one individual. The skull of an appropriately leveled warrior (of the mounted variety) is required to complete the summoning. The maximum level of the summoned Headless Horseman is equal to the caster's level or the actual level of the horseman at the time of his death (whichever is lowest). Thus the aspiring summoner usually works to get the most powerful warrior available, often by arranging the death of the warrior.

Each Horseman is an individual and usually appears in knightly garb similar to that they wore in life only darker and more grim (albeit all non-magical). Of course, as their name indicates, they are headless, but may appear with jack-o-lanterns in lieu of their actual head, ghost-like vestiges, vacant helmets and hoods, or other variations on this theme. The mount of the horseman is always summoned alongside its master. See the Headless Horseman monster entry for additional details and statistics.

The summoner must have possession of the actual skull of the Horseman in order to maintain control over him. If possession of the skull is lost, the horseman will attempt to gain possession of the skull with all the same fervor of his appointed task. If successful, the Horseman may become free-willed or simply vanish (GM's discretion). The spell can only be cast during the night (even if summoned underground), and the Horseman (and mount) remains until the task is complete or the sun rises. The spell must be recast the following night if the task was left unfinished or the Horseman is slain while on task.

The GM might allow other classes access to this spell. The spell remains seventh level, but the maximum level of the horseman is half the level of the caster (instead of equal to the Necromancer's level).

A BASIC FANTASY SUPPLEMENT

NECROMANCERS

Call Poltergeist

Necromancer 1 Range: 5 feet/level

Duration: 1 hour/level

This spell binds a minor spirit to an area. The poltergeist is an invisible, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The poltergeist can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like, having an effective Strength score of 3. It can trigger traps and such, but it can exert only 20 pounds of force, which may not be enough to activate certain pressure plates and other devices.

Corpse Feast

Necromancer 4

Range: 5 feet/level

Duration: instantaneous

This spell heals the caster and nearby active undead beings by draining the last energies from any fresh corpses (no more than an hour old) within the spell range. The corpse must have been a living sentient being (ie not animal, undead, construct, elemental, etc). Any corpse drained using this spell provides vigor to the caster and his active undead allies within range, healing 1d4 hp per corpse, up to their maximum hit points. Slain or destroyed undead do not heal or rise anew. Any corpses consumed by this spell cannot be raised or resurrected by any means, even a *wish*.

Corpse Servant

Necromancer 1

Range: touch

Duration: one hour/level

This spell allows the caster temporarily animate skeletons or zombies. A number of hit dice equal to the caster's level may be animated for up to one hour per caster level. These non-permanent undead do not count towards the Animate Dead spell limitations, but they otherwise conform to the permanent undead created by that spell. Only one instance of this spell may be active at a time for any particular caster.

Animated skeletons have hit dice equal to the number the creature had in life; for skeletons of humans or demi-humans, this means one hit die, regardless of the character level of the deceased. Zombies have one more hit die than the creature had in life. An animated skeleton can be created only from a mostly intact skeleton; a zombie can be created only from a mostly intact corpse. The caster must touch the remains to be animated.

Decay Flesh

Necromancer 1

Range: touch

Duration: instantaneous
(one round/level)

This is an arcane version of the cause light wounds spell (the reverse of cure light wounds), dealing 1d6+1 hit points of damage to the creature affected by it. The caster must make a successful attack after smashing the material components onto his or her fingers (typically a maggot, flesh eating worm, or similar creature). A missed attack roll does not dispel the effect, as it can be active until used or until a number of rounds equal to the caster's level have passed.

Unlike the clerical spell mentioned, this spell may not be reversed. However, this spell does work upon undead creatures in the opposite fashion; they are healed 1d6+1 hit points instead.

Ectoplasm

Necromancer 3

Range: touch

Duration: one turn/level

When cast upon a willing intelligent creature, this spell grants the being the ability to become semi-transparent and immaterial. While in the ectoplasmic state, magical weapons or weapons with certain special properties are necessary to strike the recipient. Any stealth checks such as Move Silently or Hide are made at +20%, and the character may move through materials up to 1 inch thick per level of the caster. Some materials may prevent passage such as lead, gold, or other materials with special properties (as determined by the GM). While able to move through materials and effectively weightless, the ectoplasmic being does not gain any other special movement modes like flying or levitation. Walking upon materials such as water is possible though.

The character in an ectoplasmic state may not make physical attacks but may cast spells that do not require physical contact. While the spell is active, the individual may choose to revert back and forth between corporeal and incorporeal forms on his or her turn, remaining in the chosen state until their next turn. The spell cannot be cast upon an unwilling individual and fails completely if attempted. Likewise, unintelligent or animal intelligence creatures do not possess understanding of changing their physical state, so the spell is wasted on them.

**Embalm**

Necromancer 0

Range: touch'

Duration: permanent

Specially prepares one corpse for burial (or further use). When cast upon recently dead in preparation for Animate Dead type spells, the newly risen Zombie will have +1 on hit point rolls for each hit die (up to maximum hit points for each hit die).

Fireskull Familiar Range: touch

Necromancer 2

Duration: one hour per level

This spell animates a single skull in to serve the Necromancer. Wrapped in cold magical flames and gifted with a form of levitation based flight, the flaming skull can fetch small items, convey messages, or other similar tasks for the Necromancer. When not tasked with a specific duty, the Fireskull Familiar generally hovers near his master providing light equal to torchlight. A Necromancer may have only one instance of this spell active at a time. Subsequent castings have no effect unless the first instance of the spell is dismissed or destroyed.

The Fireskull Familiar is not designed for combat, having hit points equal to 25% of the Necromancer's total hit points. It has an Armor Class of 13 and only a single attack for 1d2 points of damage, attacking with the same basic chance to hit as the Necromancer. The skull can be charged with spells that must be delivered by touch, with the spell effect being available to the skull on the following round. While a Fireskull Familiar is within 5 feet, the caster's chance of being surprised is reduced by 1.

Of interesting note, although each skull does not remember any details of its former life, it does retain many personality traits, making each skull distinct from the next. Practitioners of this spell often have favorite skulls that they use regularly, and skulls that they are loathe to animate. Any particular skull that is destroyed through damage may never again be used.

Fossilize

Necromancer 3

Range: touch

Duration: permanent

This spell permanently hardens the bones of one skeletal undead creature, making the bones denser and stronger. The fossilized skeleton permanently gets +2 on damage rolls, +4 on its AC, and its damage resistance is enhanced. A fossilized skeleton takes only $\frac{1}{4}$ damage from edged weapons and $\frac{1}{2}$ damage from any other weapons. The fossilized skeleton becomes immune to normal arrows, bolts, and bullets. Magical missile weapons do only their 'plus' in damage.

While this spell is permanent, there are drawbacks. The spell itself requires 100gp worth of powdered amber which is consumed in the casting of the spell. In addition, the newly fossilized skeleton may not be repaired or otherwise 'healed', as the organic materials that made up the bones has been completely replaced by minerals. Intelligent skeletal undead would not normally want this spell applied to themselves, but the spell would affect them normally otherwise.

Ghoulish Hands

Necromancer 2

Range: touch or self

Duration: one round/level

This spell causes the hands of one living creature to become like the horrible claws of ghouls. The bearer of these ghoulish hands may make two clawing attacks that cause 1d4 points of damage each. If the recipient of this spell already had better claw attacks, then they gain a +2 damage bonus to their damage rolls while this spell is in effect. In addition to the damage, those struck by the hands must Save vs. Paralysis or be paralyzed for 2d8 turns (elves immune), exactly like the attacks of a ghoul.

Recipients of this spell must be true living creatures; other creatures such as undead, constructs, elementals, and the like would only waste the spell and they would not receive the effects. There is a 1% non-cumulative chance that on any particular casting of this spell that the recipient is actually infected with Ghoul Fever (per the monster description), which if proper curative steps are not taken, may ultimately result in the recipient's death and rising as an actual ghoul.

Grave Sanctuary Range: Touch
Necromancer 4 Duration: 1 turn/level

Similar to the tree sanctuary spell from the Druid Supplement, this spell enables the caster to create an invisible entry into a grave, mausoleum, sarcophagus, large tombstone, or similar item associated with the repose of the dead. The entry is visible to undead and other Necromancers, but this does not grant any special access to the doorway. Once the spell is complete, the Necromancer may enter the space, effectively disappearing from sight. Only one grave may be effected by Grave Sanctuary at a time.

The Necromancer is completely aware of his surroundings while in the grave, gaining the bonus of 360-degree vision and hearing, as well as being able to detect changes in the immediate temperature surrounding the site. Another benefit of this spell is that each turn the Necromancer rests inside the grave counts as a full hour of sleep, so the Necromancer may meditate to memorize spells while within the magical sanctuary. Also, if the grave site is on unhallowed ground or an area otherwise associated with hauntings and the like, then the Necromancer heals 1d4 hp per turn spent inside the grave.

While inside the grave, the Necromancer does lose any sense of taste, smell, or touch, and may not speak or otherwise cast spells while inside the grave's protection. If the grave itself is unearthed or broken into in some way, then the Necromancer takes 2d10 damage and is cast out into the nearest available space. This kind of undertaking should be roughly equivalent to actually digging a grave up, and not simply an attack against the earth.

Locate Corpse Range: 360'
Necromancer 1, Cleric 2, MU 2 Duration: 1 round/level

This spell allows the caster to sense the direction of the closest corpse or remains of a type usable for spells such as Animate Dead or other similar spells. Throughout the duration, the caster need simply concentrate on the general type of corpse (animal, humanoid, large size, etc) and of applicable state (intact, fresh, skeletal, etc). The nearest remains fitting the criteria is located if more than

one is within range. Upon arrival at the location of the nearest corpse, the caster can again concentrate to locate another corpse, as long as the spell duration lasts. Specific remains belonging to a particular individual can be located with this spell, so long as the caster knew the individual personally during life. The spell is blocked by even a thin sheet of lead or gold. Creatures, whether living or in states of undeath, cannot be found by this spell.

Maggot Spray Range: 10'
Necromancer 2 Duration: 1 round/level, and
2d6 rounds for sickened effect

From the casters mouth sprays a stream of filth containing live flesh eating maggots affecting all within a 10 foot section immediately adjacent to and chosen by the caster. Those struck by the spray must save or be sickened for 2d6 rounds (like the stench spell, causing a penalty of -2 to their attacks). Additionally, the maggots eat into the flesh causing 1d4 points of damage immediately and on subsequent rounds an additional 1d4 damage per round for a number of rounds equal to the caster's level. Individuals may stop the damage by using an entire round to brush off the maggots (no movement, attacks, and loss of any dexterity or shield bonuses during this round). Those taking the time to brush off the maggots take normal damage that round. Removing the maggots does not remove the sickening effect of those who failed that save.

Mummify Range: touch
Necromancer 5 Duration: permanent

After careful ceremonial preparations lasting five days, and the application of many rare and expensive unguents, the caster is able to call back the spirit of the dead to reanimate its corpse as a mummy. Mummies so created are of the standard sort (see monster entry). Mummies do not count against the normal limits of controllable undead (per Animate Dead spell), but the caster can maintain control over as many Hit Dice of Mummies as his own level.

Mummies do not travel well, being slow and quickly wear down taking damage on long journeys. They make better guardians for the animator's lair. Preparations for mummification cost 100gp per hit die (500gp per Mummy). A separate casting of the spell is necessary for each Mummy created. It might be possible to create a mummy from a large humanoid such as a giant, however the costs associated with preparation increase dramatically to 5000gp per Hit Die of the final product. More powerful

mummies, such as those with intact class-based powers, are generally created through the use of the Undeath spell.

Mummification is generally in the realm of the Necromancer, but occasionally Clerics of certain cults might have access as well.

Negate Stench Range: 20'
Necromancer 0 Duration: touch

Removes scent from one creature (or corpse), including ghouls or ghosts (save to resist effect). Lasts 1 round per level. Reversed, the relevant scent is made more potent, increasing save difficulty by 2 points when applicable.

Protection from Undead*
Necromancer 1 Range: touch
Duration: 1 turn/level

This spell works almost identically to the protection from evil spell by warding a creature from attacks by undead creatures, from mental control, and from summoned creatures regardless of any moral or ethical leanings. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 bonus to AC and a +2 bonus on saves. Both these bonuses apply against attacks made or effects created by undead creatures or beings that the GM decides have a strong connection with death or undead.

Second, the barrier blocks any attempt to possess the warded creature (by a magic jar attack, for example) or to exercise mental control over the creature (including charm spells or effects). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the protection from evil effect. If the protection from undead effect ends before the effect granting control does, the would-be controller would then be able to command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

Third, the spell prevents bodily contact by summoned creatures (regardless of whether they are undead or not). This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

Reversed, this spell becomes quite potent as protection from living. It functions in all ways as described above, save that "living" creatures are kept away, rather than dead or "undead" creatures. Necromancers often use both versions of the spell having to protect themselves from threats by both the living population as well as powerful undead that may try to command the Necromancer such as ghosts or vampires.

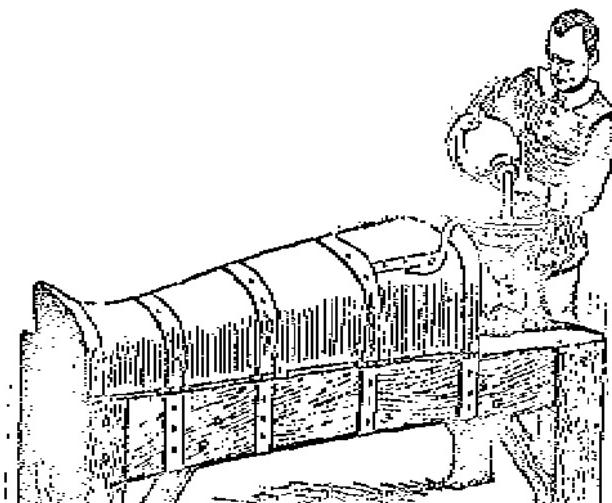
Protection from Undead 10' Radius*
Necromancer 3 Range: touch
Duration: 1 turn/level

This spell functions exactly as protection from undead, but with a 10' radius rather than a 1' radius. All within the radius receive the protection; those who leave and then re-enter, or who enter after the spell is cast, receive the protection as well.

Reversed, this spell becomes protection from living 10' radius, and functions exactly as the reversed form of protection from undead, except that it covers a 10' radius around the target rather than the normal 1' radius.

Rot Flesh Range: touch
Necromancer 4 Duration: instantaneous
(one round/level)

This spell works exactly like decay flesh spell, save that it deals 2d6 points of damage plus 1 point per caster level to the creature affected by it. The caster must make a successful attack after smashing the material components upon his or her hands (typically a maggot, flesh eating worm, or similar creature). A missed attack roll does not dispel the effect, as it can be active until used or a number of rounds equal to the caster's level have passed.



Just like the lower level decay flesh spell, this spell may not be reversed, and similarly, this spell works upon undead creatures in the opposite fashion; they are healed $2d6 + \text{caster level}$ points worth of damage instead of being damaged.

Stench	Range: self
Necromancer 1	Duration: 1 turn/level

This spell creates a sickly stinking smell of rot and decay that emanates from the caster's body. The stench duplicates the sickening effect of ghasts (see entry in Monsters Supplement). The smell of death and corruption surrounding the caster is so overwhelming that living creatures within 10 feet must succeed on a save vs. Poison or be sickened for $2d6$ rounds (-2 to attack rolls). For every three levels the caster has, a penalty of -1 on the save is applied to those affected (at 3rd save is at -1, at 6th level the save is at -2, at 9th level the save is at -3, etc). A creature that successfully saves cannot be affected again by this spell or a ghast's stench for 24 hours. A neutralize poison spell removes the effect from a sickened creature.

Spirit Wrack	Range: special
Necromancer 3	Duration: instantaneous

This spell deals $1d8$ points of damage per caster level to any one particular incorporeal undead being such as Wraiths, Spectres, Ghosts, or similar entities within sight of the caster. Alternatively the caster may choose to cause a burst of $1d4$ points of damage per level to any such beings within 20' of the caster, whether visible or not. Minor spiritual beings such as poltergeists haunting an area are usually destroyed outright by this spell. Any affected being is allowed a save for half damage. Some persistent types of undead may reform after the passage of some time (typically days later), and may require certain rituals or other requirements be fulfilled before being permanently destroyed. This spell only affects true incorporeal undead and does nothing against other types of beings, even if they happen to be insubstantial at the time. Even vampires that happen to be in gaseous form are immune to this spell's effect.

Summon Spirit	Range: 10' per level
Necromancer 3	Duration: 1 turn/level

Upon casting this spell, a malevolent spirit in the form of a Wraith is called to serve the caster for 1 turn per level. If the caster is 10th level, the caster may choose between $1d4$ Wraiths or one Spectre. At 15th level the caster may opt to summon $2d4$ Wraiths, $1d3$ Spectres, or one Ghost (see Monster Supplement). The summoned spirits will

serve according to its ability, usually by combating the caster's foes, generally disappearing at the end of the spell's duration.

Occasionally the spirit does not depart at the end of the spell duration, but simply becomes free of the compulsion to serve and will usually attack the caster. The chance is 5% for any particular wraith, 10% for spectres, and 20% for a Ghost. When this occurs, the spirit will remain in the area for a number of rounds equal to the caster's level before departing. A spirit with less than half its hit points will not stay regardless. The caster would be wise to have protections or other contingencies against the rogue spirits.

Undeath	Range: touch
Necromancer 6	Duration: instantaneous

As a vile necromantic alternative to the reincarnation spell, this spell can be used to bring back individuals to the world of the living. Upon casting this spell, the caster brings back a dead character (or creature) in an undead state, whether as some sort of reanimated body or as spiritual or ghostlike form. Wicked, cruel, murderous, or so called evil beings will often want to continue their predations in undeath, but for most beings the subject's soul is not willing to return in such a state. Most normal individuals roll a saving throw vs. magic to avoid coming back (rolled as if they were still alive and well), and if successful the spell fails completely as the soul cannot be compelled to return.

Roll on the following table to determine what sort of undead creature the character becomes. Entries marked with (ms) indicate creatures from the Monster Supplement. If that supplement is not available or another result seems more appropriate then the GM may alter the result accordingly.

d%	Undead Form
01-25	Ghoul
26-40	Ghast (ms)
41-50	Mummy
51-55	Spectre
56-60	Vampire
61-75	Wight
81-90	Wraith
85-90	Ghost (ms)
91-00	Other (GM's choice)

Since the dead character is returning in a state of undeath, all physical ills and afflictions are generally irrelevant. The condition of the remains is not really a factor so long as the body is largely intact. The magic of

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A BASIC FANTASY SUPPLEMENT

the spell repairs or otherwise accommodates any changes necessary to conform to the new undead state, the process taking one hour to complete. When the spell is finished, the new undead being becomes aware and active. The caster has absolutely no special control over the newly 'risen' being. Of course, subsequent spells may be cast, having completely normal effects upon the new undead.

The newly undead character recalls the majority of its former life and form. Its class is unchanged, as are the character's Intelligence, Wisdom, and Charisma (but see below). The physical abilities of Strength, Dexterity, and Constitution should be rerolled or determined by the parameters of the new form. The subject's level (or Hit Dice) is reduced by 1; this is a real reduction, not a negative level, and is not subject to magical restoration. The subject of this spell takes on all the abilities, hindrances, and disadvantages of the new undead state, having either the undead creature's normal hit dice or will have hit points according to the character's reduced level, whichever is higher. In either case, the character's class abilities are available to the newly risen form excepting any obviously contradicting situations. For instance, climbing is probably of little importance to a ghost-like form. The spell can thus create generally superior undead beings who often go on to lead others of their kind. The undead creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but also must confront any special tendencies of the new state. For instance, a newly risen ghoul hungers voraciously for fetid flesh, and a new vampire thirsts for blood. The compulsions of the undead is very strong, and the behaviors will soon overcome any previous relationships with living beings, although it may experience remorse over killing its former friends. For undead such as ghouls, ghosts, wights, and similar beings, the urges to kill and feed are so strong that they can become effectively mindless (-6 to Intelligence and Wisdom scores) until the urges are temporarily satisfied. Vampires have a bit more conscious control over their hunger and they do not have this penalty. For other types of undead not listed here the GM may assign relevant behaviors that must be followed.

Constructs, elementals, and similar creatures cannot become undead. The creature must have originally been a living corporeal being with some semblance of intelligence. The GM has the final say whether a being rises from the use of this spell. Likewise the GM decides any special situations or special manifestations that may occur from the use of this spell. Generally, any character

who becomes an undead immediately becomes an NPC under the control of the GM unless he has made special accommodations to allow for undead player characters.

Note: this spell is intended only for Necromancers, as the other spell casting classes have access to similar types of spell (reincarnation and raise dead).

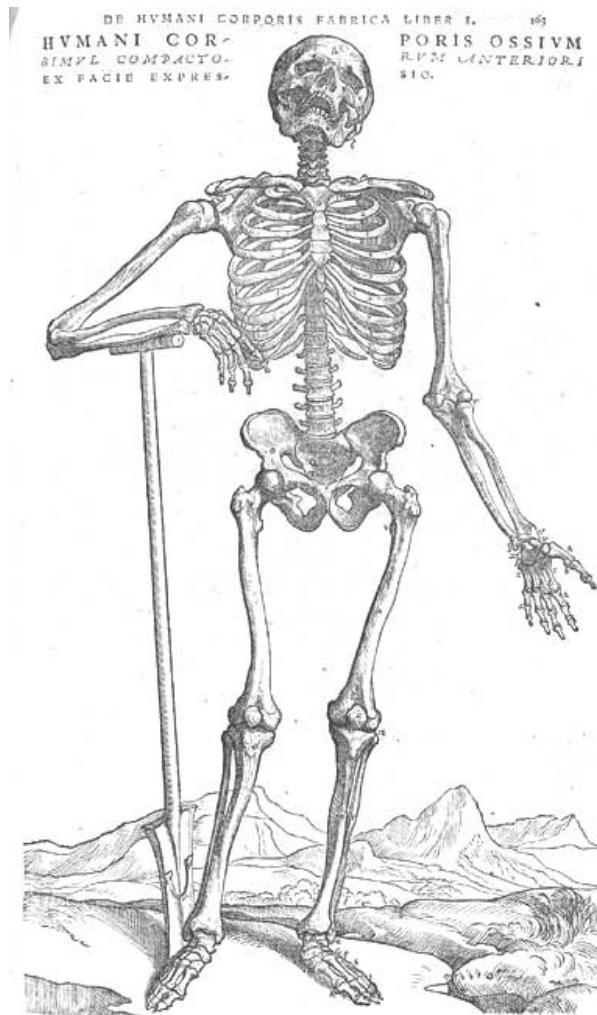
Wall of Bones

Necromancer 4

Range: 10' per level

Duration: 1 round/level

An immobile wall of writhing interlocking bone and bone fragments rises from the earth. The wall is composed of up to one 10'x10' square section, 1' thick, per caster level. Unlike the similar spell, wall of stone, the caster may not double the wall's area by halving its thickness, as the structure is already very porous and would lose its structural integrity, but of course the wall can be made thicker. For instance, a 10th level caster could conjure a section to fill in a 10' cube (10'x1', 10 sections thick). The





wall cannot be conjured so that it occupies the same space as a creature or another object. The wall does not require concentration to maintain, but falls to pieces at the end of the spell duration.

The spell also differs from the wall of stone spell in that the semi-animated wall attacks those within close proximity to its structure (10') for 2d4 piercing and slashing damage from the bones. The structure is not completely solid, so high strength individuals may attempt to break through with a strength check, but they take an additional 2d6+1/level damage while making the attempt for each 1' of thickness that they attempt to move through.. A separate strength check is necessary for each 1' thickness of the wall section in order to break through. The bone wall does not attack the caster or any undead creatures. The wall of bones may be fashioned into simple structures such as ramps or bridges to span a rift, but these uses reduce the size by half so that supporting arches or buttresses can be included.

Word of Recall

Necromancer 5

Range: self (special)

Duration: instantaneous

Word of recall teleports the caster instantly back to his or her sanctuary when a single word is uttered. The caster must designate the sanctuary when he or she prepares the spell, and it must be a very familiar place. For the Necromancer, this area must be associated with the dead like a crypt, tomb, graveyard, burial catacomb, or a similar site. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. The caster can be transported any distance within a plane but cannot travel

between planes. The caster can bring along objects or creatures, not to exceed 300 pounds plus 100 pounds per level above 10th. The caster must be in contact with all objects and/or creatures to be transported (although creatures to be transported may be in contact with one another, with at least one of those creatures in contact with the caster).

An unwilling creature cannot be teleported by word of recall. Likewise, a creature's save vs. Spells prevents items in its possession from being teleported.

MAGIC ITEMS

Below are magical items relevant to the Necromancer class; their use is at the Game Master's discretion.

Black Candles

These three inch diameter candles will burn for six hours although once lit the candle expends its magic. While burning, each candle creates an area of unholy disturbance which bolsters undead within 50 feet of the candle. Undead resist turning within this area as any turning or control attempt is penalized by 4 points. The candles resist most windy conditions except exceedingly strong winds. Black Candles are made from tallow that includes fats rendered from sentient beings.

Bone Crown +1 (or more)

Composed of linked bones, this simple circlet or crown increases the effective level of the wearer with regards to spells that summon, control, influence, or create undead.

For instance, a 10th level Magic-User wearing a Bone Crown +1 is effectively 11th level when casting Animate Dead spell and is able to animate a total of 22 hit dice of undead (max 2 times level in hit dice), and the Magic-User can control up to 44 hit dice total (max 4 times level).

More potent versions of Bone Crowns exist, but they are exceedingly rare and highly prized by dedicated necromancers.

Death Shroud

These heavy hooded robes of black fabric grant the wearer armor bonus equivalent to chain mail (AC 15) but without the encumbrance, weighing in at only 5 pounds. The Shroud blends into darkness and shadows, and in such areas the Death Shroud functions as a Cloak of Displacement (first melee or missile strike always misses, and subsequent attacks are made at -2). Lesser undead will largely ignore the wearer of a Death Shroud, considering him or her to be one of their own. More intelligent undead are not fooled but still favor the wearer with +4 on Reaction Rolls.

Flying Ointment

This thick ointment is smeared upon one's skin, taking an entire turn to apply. Once applied the individual can take flight at will for 1d4 hours. Maneuverability is very poor, making it only useful for traveling great distances or bypassing obstacles. Movement is at Triple normal movement rates, and the user mentally knows the duration allowing a safe landing upon completion of the effect.

Use of this ointment is considered extraordinarily evil, as it is only produced by the vilest witches or warlocks from the rendered fats of children and pacts with diabolical entities.

Gravedigger's Spade

The handle of this simple spade is covered with runes and symbols of death and repose. These were designed to put down the dead for eternal rest, and despite that, they are prized by necromancers as protection against unruly risen things. It functions as a +1 weapon +3 versus Undead and the wielder is immune to nausea associated with the stench of the dead (including related effects such as ghast stench or the secondary effect of the Maggot Spray spell). Additionally one may dig at double normal rates using the spade.

Medium's Crystal

This thick crystal shard or ball allows one to communicate with spirits in the nearby area. Once per day, after a period of concentration or meditation lasting 10 minutes, an effect similar to the Speak With Dead spell is produced. A corpse or body is not necessarily required as the spell simply tries to call upon any spirits that may be near to answer questions. Such spirits may or may not have relevant information for the medium (at Game Master's discretion), as they may not be engaged in the material world. The spirits may lie, mislead, or tell the truth, all depending on the nature of the communication. The effect lasts a number of rounds equal to the summoner's level (or double that for Necromancers), and generally no more than one query can be made per round.

Reaper's Scythe

This +2 magical scythe is greatly feared, for when wielded by a Necromancer (or certain powerful undead such as Liches, Headless Horsemen, or Vampire Lords), the scythe bestows additional powers. Upon being struck by the black metal blade, the victim must save versus spells or lose an additional 10 points of damage over the next 10 rounds (one point per round). Additional strikes produce similar results, making the scythe quite deadly in the hands of the Necromancer. Any being killed by the wounding effect may not be raised, reincarnated, or otherwise brought back to life without extraordinary means such as a wish or direct will of powerful beings such as deities themselves.

NEW MONSTER

Below is a creature that may be incorporated into one's game at the Game Master's discretion.

Headless Horseman

Armor Class:	According to armor worn
Hit Dice:	7+***
No. of Attacks:	1 weapon (also see Mount)
Damage:	1d8 or by weapon (also see Mount)
Movement:	30' subject to encumbrance (also see Mount)
No. Appearing:	1 (plus Mount)
Save As:	Fighter: 7+
Morale:	special
Treasure Type:	Non-magical gear worn
XP:	670+ (also add for Mount)

A Headless Horseman is a powerful lich-like undead warrior that is typically summoned by powerful necromancers and tasked with foul deeds that usually include hunting down and slaying individuals. Each Horseman is an individual and usually appears in knightly garb similar to that they wore in life only darker and more grim (albeit all non-magical). Of course, as their name indicates, they are headless, but may appear with jack-o-lanterns in lieu of their actual head, ghost-like vestiges, vacant helmets and hoods, or other variations on this theme. When viewing a Horseman, characters of less than fifth level and intelligent monsters of less than 5 hit dice must save versus Spells of be stricken with fear, running away with no thought of their personal safety. All normal animals shun such undead beings.

Each Horseman is a fighter (or appropriate subclass, if such supplements are being utilized) with a level equivalent to their hit dice, and the Horseman attacks appropriately and otherwise gets all benefits of the class. If the GM utilizes supplemental rules such as weapon

specialization, then Horsemen would employ such means as well. A Horseman can be turned as Vampires, but with 4 added to the difficulty. As with all undead, they are immune to sleep, charm, and hold magic, as well as cold, acid, poison, and electricity.

Without fail, each Horseman is always accompanied by his mount, usually an undead version of a warhorse or similar creature. Occasionally, a more powerful mount might accompany a higher level Horseman such as a Nightmare, undead Hippogriff or Griffon, or even monstrosities such a Wyvern or a Dragon. Regardless, the mount will attack along with the Horseman in the most efficient way possible. These undead mounts are fearless and can only be turned if the Horseman himself is turned.

Unlike liches and other free-willed undead, a Horseman is summoned for a task, and he will largely ignore others in order to pursue his task. However, the Horseman is intelligent and will eliminate any who stand in his way or otherwise impede his progress. Horsemen are obviously capable warriors, but against the individual chosen by their summoner a Horseman is especially potent. Each hit upon such victims requires a save versus paralysis as if hit by a Hold Person spell. Once paralyzed, on the next round, the Horseman will attempt to remove the head of the victim and depart the area. Anyone attempting to prevent the beheading will be attacked.

The summoner must have possession of the actual skull of the Horseman in order to maintain control over him. If possession of the skull is lost, the horseman will attempt to gain possession of the skull with all the same fervor of his appointed task. If the Horseman regains his skull there is a chance that the Horseman becomes a free-willed undead, often remaining to haunt a familiar territory during periods of importance to the Horseman. Such free-willed Horsemen will attempt to regain their original equipment (often magical) and may become quite powerful in their own right. A slain Horseman may be summoned again on following nights.

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